$3
RRP

Do we have a
standard file format
for Animation yet?
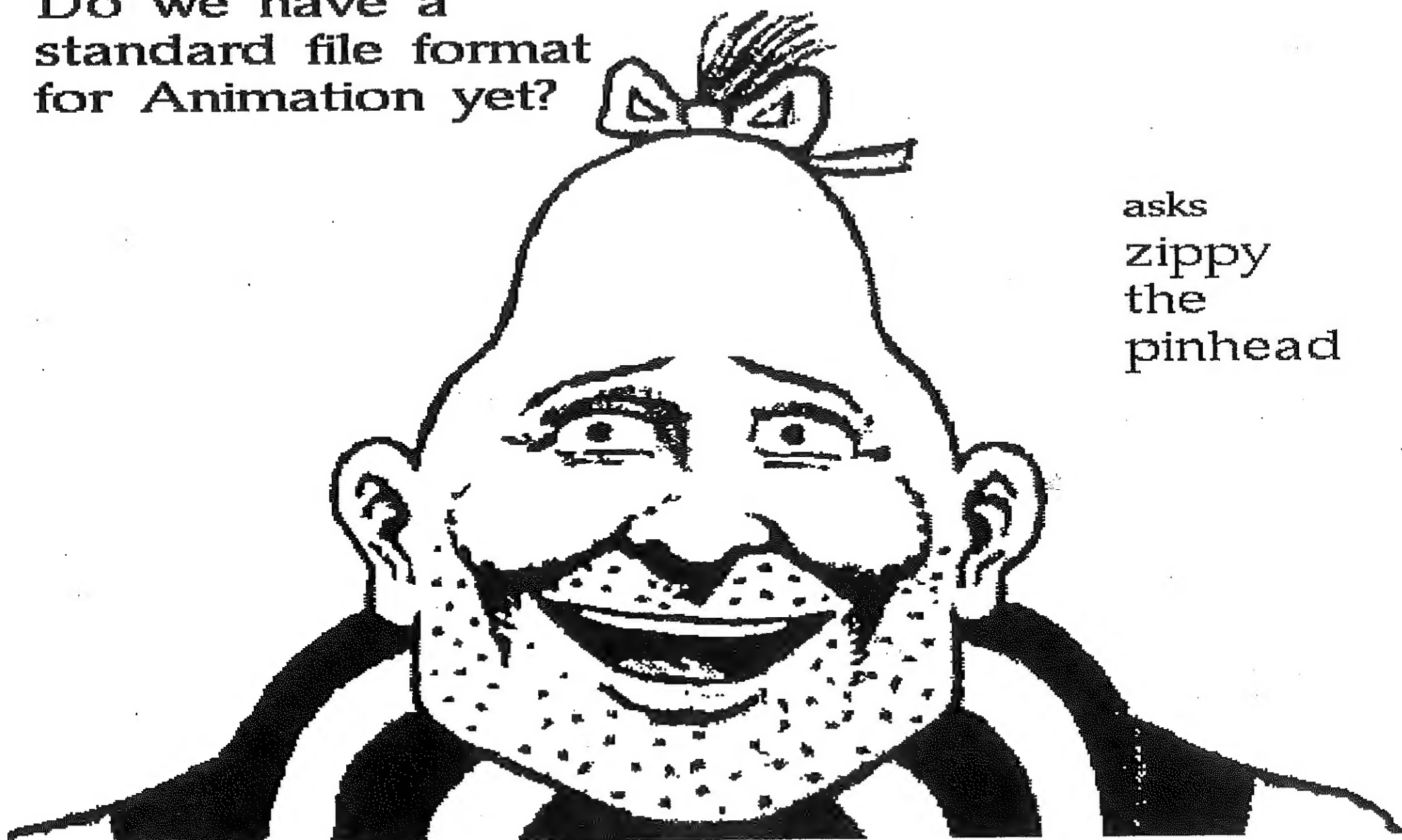
asks
zippy
the
pinhead

Next AUG Meeting

Sunday, October 21st at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

**AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.**

Amiga Users Group Inc, PO Box 48, Boronia 3155 Victoria, Australia

AMIGA Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

- 563 9293 -

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, October 21st at 2pm

Sunday, November 18th at 2pm

Sunday, December 16th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 48, Boronia, 3155.

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

<div align="center">

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

</div>

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

Amiga Users Group Committee

Position	Name	Phone	Suburb
Co-Ordinator:	Eric Salter	853 9117	Kew
Ass. Co-Ord:	Lester McClure	8035664	Mt. Waverley
Meeting Chair:	Arnold Robbins	808 0551	Box Hill sth.
Secretary:	Alan Garner	879 2683	Ringwood
Treasurer:	Nevile Sleep	546 0633	Springvale sth.
Membership:	Peter Barton	850 9250	Templestowe
Purchasing:	Russel Porteous	585 0202	Cheltenham
Book Library:	Ross Johnson	824 7026	Malvern
Disk Library:	David Marks	N/A	N/A
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	Hugh Leslie	489 1584	Clifton Hill
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	George Wahr	376 6180	Kensington

An Introduction to using Bulletin Board Sytems(BBS's)

A bulletin board is a place for the exchange of information and files. You can ask a question, or request a freely distributable file and since a large number of people will read your request, you are likely to get a response from someone who understands your problem, or has the file you want. There are discussions on various topics and many files ready to help you with your use of your Amiga. The club operates such a system for the benifit of members. But how do you get access I hear you ask ?

You connect to BBS's though your telephone line using a device called a MODEM. It converts the information from the telphone line to something that is understandable for your Amiga. Most modems connect to the serial port of the Amiga but internal card models can be purchased for some Amiga's. So you need to purchase a modem and cable to connect it to the computer and your ready for the software setup. AUG & NWAUG have modems available through the library for lending at very little cost so you can try before you go out and buy one. The cost of modems vary according to the speed they can comunicate at and whether they have automatic(software controlled) dialing and such. Most people purchase 2400 baud (transfers information at about 2400/10 = 240 characters per second) modems which cost around $300.

So you have borrowed or purchased a modem pugged it in but what now ? To operate the modem software is required. There are excellent commecial & freely distributable programs for this but I suggest you get a freely distributable disk from the club that has such programs before you decide to purchase a commercial package. A manual or documentation file should be included so have a read of it to start and don't worry if it means nothing to you. Boot up the terminal program as they are usuallly called and get ready to connect.

The terminal program probably has heaps of options which you don't understand but don't worry. The options that are most important and which are usually already set correctly are -

Baud Rate - set this to the baud rate of the modem usually 1200 or 2400
Data Bits - set this to 8
Parity - set this to None or N
Stop Bits - set this to 1

With you modem swiched on, if you now type "ATZ"<RETURN> your modem should respond with OK. Most modems are these day but if your modem is not Hayes compatible it will do nothing. You are now ready to dial by typing "ATDP3766385"<RETURN> for most modems or manualy dialing and switching to on line when you connect if you haven't got a hayes compatable modem. The 3766385 is just one of the phone numbers of our BBS from page 1 of the Workbench newsltter. Most terminal programs allow you to have a phone directory and make dialing much easier.

Ok if the BBS isn't enguaged you modem should of connected.

Now text should be displayed on your terminal program screen and you should follow the instructions of the BBS. A typical instruction is press the space bar or return key after each page of information. Then you will be prompted for your name and password but since you are a new user and the BBS does not know about you you will have to register. Registering will involve answering some questions and selecting a password so that no one else can use your account on the BBS. If you don't understand a question just press return. The sysop(system operator) should register you as a user after a few days so next time you log on you will have access to most areas of the BBS.

Once registered you must learn how to get around the BBS. Basically you are be presented with menus all the time which require you to type in a key to select a certain function. There is a message section and a file section. Then there are areas of interest. The best idea would to be introduce yourself to everyone by going to the general area(usually area 1) of the message section and select to enter a message.. It will then ask you who the message is to so put "All" then it will ask for a subject. The actual message is entered then and you save the message and it is posted.

Downloading files as it is called, is the way to get a file from the BBS. Usually you just select download and you will be prompted for the name of the file, then you select download on your terminal program away it goes until all the file is received. A protocol is used in transfer files and the one to set the BBS to and your terminal program to is zmodem.

Usually the file downloaded is in compressed form as is shown by the name of the file. A program is required to uncompress the file to the proper working components of the orginal program. Here are the most common types of files found on BBS's and the program required to uncompress them, given a program called foo:-

foo.lzh - requires LHarc to uncompress
foo.zoo - requires Zoo to uncompress
foo.arc - requires Arc to uncompress
foo.zip - requires PkaZip to uncompress
foo.pak - uncompresses itself by executing foo.pak
foo.lhw - requires LHWarp to uncompress and is a disk
foo.wrp - requires Warp or UnWarp to uncompress and is a disk

Message areas vary in their destribution from just on our BBS to many BBS's around the world. So you can discuss your particular interest with one person through netmail or a everyone who reads that message area. New product, ugrade, and other information is often posted to keep you up to date in your Amiga's use.

It takes a while to understand and hence get the full benefits out of the BBS, but well worth it. When you don't understand something, either enter a message on the BBS or come to a club meeting and ask there.

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--ooOOoo--

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--News--

Sourced from Comp.sys.amiga
Courtesy of Chris Hames

Article 18644 of comp.sys.amiga:
Path: monu1! bruce! munnari.oz.au! samsung! usc! rutgers! cb-mvax! peter
From: peter@cbmvax.commodore.com (Peter Cherna)
Newsgroups: comp.sys.amiga
Subject: Re: A3000 questions and comments
Message-ID: <13767@cbmvax.commodore.com>
Date: 13 Aug 90 15:48:59 GMT
References: <4E470D12BFBF40044C@ISUVAX.BITNET>
Reply-To: peter@cbmvax (Peter Cherna)
Organization: Commodore, West Chester, PA
Lines: 80

In article <4E470D12BFBF40044C@ISUVAX.BITNET> BARRETT@OWL.ECIL.IASTATE.EDU (Marc Barrett) writes:
What happened to all that talk on the net a while back about Commodore hiring the author of GPRINT to do a new & vastly improved printer.device (and printer drivers) for AmigaOS2.0? Has Commodore decided to can that, too?

Hmm. That would be me. I did write GPrint, but I wasn't hired to do any printer work. I was hired to do user-interface work, such as the Gadget Toolkit, parts of Preferences, Workbench, and Intuition. (BTW, GPrint is only as good as it is because it's not general, i.e. it's tied to a specific printer, a small subset of resolutions, doesn't support color or scaling, etc. It just happens that the small subset of features I supported meets a lot of needs. If you twiddle the printer preferences, you can get almost the same result (seriously).)

This is starting to get rediculous. One by one, most of the features that Commodore said were "in there" with respect to AmigaOS 1.4 have been eliminated from AmigaOS2.0. First the structured fonts, then the improved speech synthesis, and now the printer support. Has Commodore improved anything in AmigaOS besides the Workbench?

"Outline fonts in 2.0" was one of the better rumors that went around. (we do have scalable bitmap fonts in 2.0, so some confusion stems from that). Sad thing about rumors is that they aren't always true. The improved speech IS in 2.0, and was added after Beta 5. I'm not familiar with any printer enhancements that were "promised" for 2.0.

There are lots of other improvements in 2.0 that run considerably deeper than Workbench. As a quick and incomplete list:

Gadget Toolkit (easier and more standard user interfaces)

New look
Many extensions to Workbench
Support for oversize screens
Direct overscan support
Productivity and Hedley-mode support in Intuition
Bitmap-scaled fonts
DOS commands rewritten in C, smaller with more features
Standard file and font requesters
Console cut-and-paste
Improved shell, including implicit cd, backtick (see below)
Completely rewritten and extended Preferences
DOS library converted to C with many useful extensions
FFS in ROM
RAM is faster

I thought I'd explain shell-backtick as the "feature-of-the-week". If you put a command in backticks (reverse apostrophe, if you like), then it will be executed, and the result will be placed in the original command line. For example, if you have a program called "foo" in your path, but you forget where, but you'd like to copy it to df0:, in 1.3, you would do:

You: which foo
Amiga: DH0:mytools/foo
You: copy DH0:mytools/foo df0:

Under 2.0, you can say:

You: copy `which foo` df0:

And poof!

Ever since developers started getting their beta 2.0 releases, I've been hearing "you're gonna love it" from all of them. But, the more I keep hearing about it, the more certain I am that I am gonna hate it.

I still think you will like it. But if you believe too deeply in various rumor sources, of course you'll be disappointed. When you were five, Santa Claus was a rumor.

-MB-

Peter

--
Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
{uunet!rutgers}!cbmvax!peter
peter@cbmvax.cbm.commodore.com
My opinions do not necessarily represent the opinions of my employer. "This is a one line proof...if we start sufficiently far to the left."

--ooOOoo--

Sourced from Comp.sys.amiga
Courtesy of Chris Hames

Article 19903 of comp.sys.amiga:
Path: monu1! bruce! munnari.oz.au! uunet! mcsun! hp4nl! sci.kun.nl! erato.cs.kun.nl! vlsi4
From: vlsi4@erato.cs.kun.nl
Newsgroups: comp.sys.amiga
Subject: Re: new A2088T Bridgeboard: TEST
Keywords: Bridgeboard A2088 PC XT MS-DOS
Message-ID: <2133@wn1.sci.kun.nl>
Date: 4 Sep 90 07:50:32 GMT
References: <2112@wn1.sci.kun.nl> <2778@corpane.UUCP> <1255@swan.ulowell.edu> <2131@wn1.sci.kun.nl>
Sender: root@sci.kun.nl
Reply-To: vlsi4@erato.cs.kun.nl
Distribution: comp
Lines: 129
Organisation: University of Nijmegen, Faculty of Maths and CS

[Because of many requests:]
New PC-XT Bridgeboard A2088T from Commodore

Turbo-PC-boards are offered by several firms, like eg. X-Pert. All "improved" boards are based on the PC-board A2088 from Commodore. The Turbo-PC-board A2088T is however an improvement with a new design.

To make it clear in advance: The Commodore-designers from Braunschweig, Germany have put a bridgeboard on the market, that leaves all other "Turbo-PC-boards" far behind. The A2088T realises the performance of a Commodore PC 10-III on a single board.

As CPU a NEC V20 is used. This one is command- and pin-compatible with the Intel 8088 and can on the newbridgeboard be used with three different tactfrequencies: with the default 4,77 MHz, with 7,15 MHz and with 9,54 MHz.

Between these turbo-modes can be switched over the key-combinations <CTRL S>, <CTRL T> and <CTRL D>, that way the full compatibility remains. The systemclock works normal in all modes. With the "upgrade-Turbo's" it always ran too fast. Even with disk-operations the tactfrequency doesn't have to be lowered. The accesses have therefore become considerably faster.

The Turbo-PC-board is provided with 640 KByte RAM as default. For that reason it is no longer necessary, to fill an extra PC-slot with a memory- expansion card. MS-DOS doesn't support more than 640 KByte memory in the XT. The developers have also thought of other, small details. There is eg. a speaker in the form of a small Piezo-peeper built on the board.

The parallel port and the mouse are as before emulated by the Amiga. A serial port is only needed, when PC-data has to be transferred to other types of computer. However, the Amiga can also do that.

Until today Commodore delivered with every bridgeboard a 5.25 inch drive, with the A2088T however the lack thereof attracts the attention. A 3.5" drive can also be discovered nowhere. But what should one do with an MS-DOS emulator without an MS-DOS-compatible drive? The answer to that question is simple: why spend extra money on a diskdrive, when every Amiga 2000 already possesses an internal 3.5 inch drive?

The developers have here succeeded in accomplishing an ingenieur- technical masterpiece. The internal Amiga-drive can be used by the A2088T as fully MS-DOS-compatible diskdrive. In practice this means, that you can read and write two different disk-formats with the Amiga-drives: Amiga-DOS and MS-DOS. But that still isn't all. The highlight to this feature is, that you can use these formats simultaneously. Therefore a well thought-out piece of software is used, that determines the concerning format with the help of the inserted disk and then assigns the drive to the corresponding computer (Amiga or PC). Such a drive is called "multiplexed drive" in professional terms. Besides the automatic drive- assignment there also exists the possibility, to assign a certain drive "fixed" to one of the two computers. That means, that you can explicitly state, whether the drive should be "owned" by the Amiga or the PC.

The bridgeboard is well finished and shows a piece of technological advance. The board was developed as sixfold multilayer. They realised 6 layers over one another; All the time one on the upper- and lower side of the board and four layers inside the boardmaterial. This way a high pack- density is achieved with the assignment and intersection of the construction-elements. That way the high-integrated elements like the V20-CPU are deviced as square PLCC-elements. The hardware is free of childrens' diseases.

All important signals are available on the board. By switchable contact-bridges (jumpers) you can configure the bridgeboard hardware. That way you can eg. turn off or switch the disk-controller. This becomes necessary, when besides the "multiplexed drive" a "pure" MS-DOS drive as internal or external drive is used. The following types of drive are supported for this:

3-1/2 inch	5-1/4 inch
720 KByte	360 KByte
1.44 MByte	1.2 MByte

To expose the performance, the A2088T was tested against other turbo- boards. The result (see table 1) was on the basis of the technical facts predicatable. At a tactfrequency of 9.54 MHz the A2088T lies between the 8-MHz-A2088-upgraded board and the 8-MHz-AT-board A2286. You reach about twice the XT- and half the AT-speed.

Besides that the A2088T-board has more BIOS-compatibility (Basic Input/Output System) than the standard PC-board A2088. Some programs (like eg. FDISK) use a BIOS-interrupt for the hardware-reset. This can lead to a "crash" in the old A2088. The A2088T (like the A2286) does no longer contain that error.

As systemsoftware the new and actual MS-DOS version 4.01

with DOS-Shell on 3.5" disks is delivered. The DOS-Shell is a mouse-supported MS-DOS user environment. There also is a "Pre-Install" disk in the package, that enables a menu-supported installation of MS-DOS- as well as the Janus- software on disk or harddrive. In relation to the documentation also some things have changed. The handbooks for MS-DOS, DOS-Shell, GW-BASIC and for the PC-board can be called good. Here Commodore has learned from the past.

Whether the new A2088T will come instead of the old A2088, or will be sold between her and the A2286 as "solution in-between", is still unclear.

Table 1:

Test Programm	A2088 4,77	A2088 8	A2286 8	A2088T 9,54 MHz
Bench 1	88s	54s	24s	40s
Bench 2	101s	61s	34s	53s
Bench 3	105s	63s	30s	50s
Word 4.0	52s	31s	12s	25s

Bench 1 : calculate 1000 x SIN, COS, TAN
Bench 2 : calculate edgefunctions with output to screen
Bench 3 : calculate with the four basic kinds of calculations
Word 4.0: replace characters

[from: "MS-DOS im Vorrausch", Amiga Magazin 6/90, p.172]

price: about. 800 DM (about $500 (?))

Freddy Aries

Remark from the translator: I hope the CTRL-key in switching between the frequencies is a mistake of the testers. Otherwise people might get real big problems with MS-DOS software that uses these keys!

Apart from that I don't know when it's gonna be available, and I hope that there will be some kind of upgrade-service from Commodore for all those people with the old A2088 boards. A pity the board still hasn't got more graphic modes (eg. Hercules or EGA).

Freddy Aries
Faculty of Mathematics and Computer Science
University of Nijmegen, the Netherlands
Email: vlsi4@erato.cs.kun.nl

include <disclaimer.h>

--ooOOoo--

--Product Reviews--

Bars and Pipes.

If you are still looking for an easy to use but powerful music package for your Amiga then Bars and Pipes may be what you have been waiting for.

This program comes with one disk which is the main program. Load your own Workbench and then load the Bars and Pipes program.

Default environments can be recorded for powering up your Amiga as desired. This is a common feature on many music programs and is not unique to Bars and Pipes.

What is unique with this program (as far as I know on the Amiga anyway) is the concept of objects or Tools (shown as icons or drawings) each of which represents a particular effect.

For example if you wish to add a harmony to your piano track (sequence) simple drag the relevant icon from the Toolbox and place it on the Pipeline (either before or after the track). Why is this useful? If you want to hear the difference adding Harmony has to a particular track (or sequence) without permanently effecting the original recording then this feature is really handy. It saves you the bother of making a backup copy of the track before subjecting it to your experimentation.

Tools include echo, repeat or delay effects, accompany B, articulator, CounterPoint, Velocity, Keyboard Splitter, Inverter, Note Filter, Quantize, and Triad. There are other tools and you can construct your own MacroTools as well. These can be unique (and unusual?) or made up of combinations of existing Tools. You could design a Tool to harmonise and quantize simultaneously. The program prevents certain combinations such as putting a Tool with itself.

One of the extra Tools is ARexx In. This processes an ARexx script, stores it, and plays the resulting sequence. Not being familiar with ARexx I can't say what this means - but it does sound useful!

There are accessories such as MuFFy which converts MIDI file formats. You could save your files in a format which Dr. T's Copyist could read with full notation. (This is nice for those of us with the desire to see our efforts printed neatly). Nice if you can afford Dr. T's Copyist.

The icons are a little hard to pick out clearly in the current screen resolution (hopefully this will improve with Workbench 2.0). Selecting a Tool icon causes it's identity to appear on the top of the screen. There is a Tool to adjust screen colours which I have not yet tried.

Recording a track is simply a matter of clicking on the master record button (the controls are set out in the ubiquitous tape deck layout) and choosing your track. The forward button must then be clicked to commence actual recording. There are keyboard equivalents for most functions which makes working far faster than using the mouse once you are familiar with the program.

Most items on the screen are selected with one or two mouse clicks. This usually produces a pop-out menu allowing selection and or editing of relevant options.

The Index is scant though adequate, but with a program as friendly to use as this an Index is largely irrelevant. Newcomers are looked after with well prepared instructions in the manual. There is an excellent Glossary.

Editing sequences is a breeze. Double clicking the track to be edited presents you with a staff as well as a keyboard layout. Input can come from the Amiga keyboard, your synth or an ARexx script.

When in play-back mode the sequences show the notes as horizontal coloured lines with note values being represented by the length of a line. There are no limits (save memory) on the number of sequences. Personally I prefer to see conventional notation with the current note identified somewhere on the screen.

Tracks can be easily and quickly muted either singly or in groups. Tracks can also be Mixed (merged) together.

The program offers numerous options to make editing (cutting and pasting type) chores simple and effective. You can chop or cut a sequence on beats, measures or anywhere.

Other useful options include disabling MIDI (for multi-tasking), Propagate (which copies changes made to the first instance of a section to all other instances of those sections), and multiple MIDI ins (allows simple listing of MIDI channels 1 to 16 for assigning inputs. There is also a song arrange menu. This latter is most helpful. Three songs can be stored in memory simultaneously.

Tools can be easily assigned to any particular track (or group of tracks) and can be just as easily removed. When a Tool is selected (click mouse) it is highlighted with a red border. To remove simply hit DEL once.

The only limitation on the use of Tools is your available memory. I crashed the program once when I inadvertently ordered a whole track to be repeated 16 times instead of merely a few measures to be repeated. Flags are provided to select ranges or sections of a track to cut, copy repeat and so forth.

You may care to define your own chords, scales, rhythms or dynamics. No problem with Bars and Pipes. Alternatively chose from the extensive lists provided. Lyrics are catered for too.
One nice touch among many is the provision of Remote Control. You toggle this option from the Preferences Menu and you can then start and stop your recording from the master keyboard.

There is the option to mix volumes during final playback/recording. This is through the use of the Mix Maestro module.

In summary, Bars and Pipes is the most "Amigatised" music program yet written for the Amiga. It's extensive pull-down and pop-out menus, Tool objects and screen layout make it a breeze to use whilst providing massive power to musicians at every level.

The new user will find that this review only scratches the surface of a monster music program. It comes unprotected with a plea to refrain from passing on illegal copies! Registered users have access to technical support (though this is an imported version) upgrades and a newsletter.

Extra disks containing Tools and internal Amiga sounds can be purchased. I think the program deserves support and look forward to further upgrades and add-on modules.

B. Donaldson.

--ooOOoo--

Chess 2.0
by David Fong

Every now and again, after having had a little cry over the latest inscrutable programming bug or whilst waiting for the dot matrix printer to churn out our latest prose masterpieces, the average Amigan's intelligent mind might turn to strategic pursuits. This review isn't aimed at state champion chess players or those with enough dosh to purchase more than a lifetime's worth of strategy games, but to the Amiga user out there who would like an occasional quiet muse over a familiar game. To those out there who fit the above description (anyone?), I would like to suggest Chess 2.0 (Fish Disk 205), originally written by John Stanback and ported to the Amiga by Bob Leivian and Al Kaufman. I warn chess enthusiasts that this almost free offering is not an intellectual giant in the chess world but is perhaps ideally suited to the occasional player.

Despite its non-Amiga background, just about all options are fully accessible from the mouse. To move a piece, just point and click the start and end position. The order of moves in the game can be listed at any point to the screen or to a file, and a few moves (the number seems to vary) can be taken back. The game can be saved, as well as the chosen colour scheme. The chess board is on its own eight-colour screen. The board can be reversed and sides changed. There are no fireballs, magnums or stomping giants in Chess 2.0, just the familiar 2-dimensional overhead view as seen in chess columns of newspapers and magazines. Respectable, but not something to show-off to your neighbours.

For impatient players, the computer almost never exceeds its time limit. Openings are particularly speedy, as a up to eighty standard openings can be read from disk when the program is started. The openings file can be modified by the user. As for the chess; well, it can make dubious decisions, especially towards the end-game. Chess 2.0 recognizes (and does) castling, but does not under-promote. Such omissions could be rectified by using the 'set (edit)-board' menu option. I placed Chess 2.0 against Colossus 2.0 for the Commodore 64, which promptly massacred it at the very short five second level. The thirty second level was much more interesting, but Colossus 2.0 again capitalized on a blunder towards the end of the game. Some of these blunders suggest that Chess 2.0 is a sucker for sacrifices. Chess 2.0 seems to examine more positions per second, usually slightly less than a hundred, with the aid of speed-up programs like 'Chop'. 25Mhz and what-not speed demons out there may find that Chess 2.0 puts up a stiffer resistance. The Chess 2.0 authors admit, however, that the search and logic pattern may not be up to scratch.

Chess 2.0 multitasks with other programs, but I've seen it politely make its exit due to 'stack overflow'. Once the situation has occurred, there seems to be no way to save the game. If such a frustrating event occurs you can always vent your anger on 'Bally II' or 'BattleForce 3.01' on the same Fish Disk (205). Frankly, I've been unable to start up 'BattleForce', but I have tried Bally II, which is a well polished Qix-like arcade game. Despite Chess 2.0's less than startling performance, it provides a thoughtful way to pleasantly while away an hour or two.

--ooOOoo--

--CLI & WB--

Directory Utilities - revisited..

In the Workbench newsletter for July 1987 there was an article (by me) describing Directory Utilities and how they offer an alternative somewhere between the visual, easy to use Workbench gadget and menus system for the Amiga and the power of CLI (Command Line Interpreter). Many things have changed with the Amiga since then but directory utilities still offer advantages over CLI or Workbench. They are particularly useful for sniffing around in the Public Domain disks (Fish etc.) trying to find those elusive documentation files or to check out which files on a disk are programs, pictures, data files etc. They are also extremely useful for copying files from one disk to another, deleting unwanted files and other general file maintenance activities without having to learn too much about the Amiga operating system first.

In my original article I gave a brief history of directory utilities available at that time and described one in particular - duIII. This was available from the AmigaLink bulletin board and was eventually replaced by a PAL screen version. I have used this utility regularly from floppy disks and when I set up a hard disk on my Amiga it was the first program to be transferred into the Utilities drawer. I frequently recommend it to people new to the Amiga and they have soon found it to be invaluable. However, after all these years it has finally been displaced..

It is sad to see such an old friend go but SID has entered my life. I don't know how it gained that name but SID (written by Timm Martin) lives up to the author's claim of being "the best directory utility available for the Commodore Amiga". SID is available on Fish disk #338 and is released as shareware, with a requested donation of $25. My cheque is in the mail and if others find this program to be as useful as I have I suggest a local collection and group payment through AUG may be arranged - this has been done with other software in the past.

Right - end of commercial ! What does SID do and what doesn't it do ? Firstly, it will not operate with Workbench 1.2. Version 1.3 is required, however Kickstart 1.2 is O.K. SID is also BIG, it requires 100K of disk space (60K packed) and more than 200K bytes of memory to run. It will run on a standard single disk drive 512K machine but this is not recommended. SID provides comprehensive mouse controlled access into any Amiga disk file system. It can be run from Workbench or CLI and gives the user full control over the file and directory structure with a set of built in functions and provides for additional external functions. All functions are controlled by gadgets or menus and two window areas on the screen show the file names on the disk(s), no knowledge of CLI or AmigaDOS commands is required.

The following description is for people not familiar with the way directory utilities usually operate and can be skipped if you just want to find out what SID has to offer compared to others.

When SID is first started, either by double-clicking on its

Workbench Icon or running it from the CLI, it opens a large work area window on the Workbench screen. This consists of three main sections - LEFT, RIGHT and BOTTOM. Across the bottom is a collection of gadgets or buttons which forms the main 'control panel' for SID. The remainder of the screen is divided into LEFT and RIGHT directory list windows. These will initially be blank and are where the file names contained in your chosen disks or directories will appear. These files or directories can be selected (by a single click of the mouse) and then have some function performed on them - hence the name directory utility. SID is operated much the same way as Workbench except that all the names are shown in lists instead of as pictures (Icons) and the term 'directory' is used instead of 'drawer'. Now to get some use from SID - put the disk you wish to explore in any drive then click (once) with the left mouse button on the control panel gadget for that drive. e.g DF0: DF1:. This will produce a list of files and directories corresponding to the disk contents. Files will be shown in white and directories in orange, assuming standard Workbench colours. If you wish to look deeper into the file system simply double-click on one of the directory names and a list of its contents will appear, replacing the previous list. This is much the same as opening a drawer under Workbench. There is a slider tool next to each list for moving up and down through a long list. Files or directories are manipulated by clicking on the displayed file name(s) which will then highlight them to indicate selection. This can be cancelled by simply clicking on them a second time. The ALL gadget allows selection of all entries, including those scrolled out of the current display area and the NONE gadget cancels all selections.

O.K. now we understand the basic operation of SID. What do I like about it and how does it compare with other utilities ? Firstly, the two directory lists - one is a source the other a destination when copying or moving files and this is easily swapped. The previous directory for each list is remembered so it is quite easy to flip between four different directories, quite useful on a hard disk with multiple partitions. The files selected before a command was executed are also remembered and can be easily recalled. The scrolling up and down in a directory list is interactive i.e. it scrolls as you move the gadget rather than waiting.

SID can be shrunk (iconified) down to a small window in the Workbench screen title bar - VERY useful to get back to the disk icons without having to resize and move the window manually. It can then be expanded back up to the size and state it was at before. This makes it appealing to keep SID resident all the time if you have the memory space and expand it out when you need to use it. All operations can be stopped or paused using gadgets and then resumed if required. This I use to partially load a disk directory stopping once the file I want has been loaded into the list which can save time if the disk/directory contains many files. Complete directories can be copied in a single operation along with all subdirectories and files, handy for transferring in a new selection of fonts. Files can be copied to the destination but with a different name, the same applies to complete directories. Files can also be duplicated in the same directory with a prompt from SID for the new name, a feature I have found excellent for making periodic working backups.

SID has a reasonable understanding of file types, double clicking on a file name will result in SID attempting to execute the appropriate function for that file. These include ASCII file = READ, IFF Graphic = VIEW, IFF Sound = HEAR, ARC/ZOO/etc = ListARC and for all others will display an information panel for the file showing DATE, TIME, SIZE, PROTECTION, COMMENT etc. Files can be selected by Date - with provision for a range of dates and also by specifying a name pattern - both AmigaDOS and MSDOS/UNIX style patterns are supported.

SID uses a combination of internal and optional external functions. In its standard form some of the labelled functions do not exist and have to be defined in an external configuration file. This is not difficult to set up and consists of plain text commands and is usually located in the s: directory so it can be found no matter where SID is in your command path. This system allows users to select their preferred program for functions such as HEAR = playing sampled sounds, and EDIT = running a text edit program and loading in the file(s) selected. The built in text display function I have found to be quite satisfactory and allows you to keep using the mouse rather than going back to the keyboard just to page back and forward like some text viewing programs do.

There are many more functions and operations which can be performed by SID and according to the documentation further enhancements are planned. I suggest you get SID and try it out, the documentation files (60K+) are quite extensive and easy to read. I will be demonstrating SID and other directory utilities at the October AUG meeting if you wish to see it in operation or discuss it further with me.

L. McClure - Sept.90.

--ooOOoo--

Amiga text to Macintosh
by David Fong

This article relates my experiences in transferring Amiga text to Macintosh computers using an 'Appletalk' network. I know that it can be done using a direct cable link, but this was not practical in my case as I did not wish to lug my Amiga to university. Instead, I tried to make the two computers recognize the same disks instead. Besides Melbourne University students, I am sure the are are many Amiga User Group members out there who know of a laser printer hooked up to Macintoshes. Having heard that Macintoshes could read and write to IBM 720K 3.5" diskettes and knowing that some commercial programs for the Amiga could do the same, I set about the following adventure.

First problem was to find a program for the Amiga which could read and write to IBM 720K diskettes. Extras 1.3 contain some programs that read and write to IBM 5" inch diskettes, but this was of no use to me. A journey to an Amiga User Group meeting soon revealed that a public domain program, 'PcPatch' (Fish Disk 218), would alter the program on Extras 1.3 so that 3.5" diskettes could be read. After copying all the 'PcPatch'

files into the 'PcCopy' directory on the Extras disk, I set about testing the program. This is what I found out:

i. 'Atari.ds' format is the same as IBM format.

ii. Text must be filtered using 'Text-7' or 'Text-8' option.

iii. The PcCopy program is cantankerous, often refusing to recognize an IBM format diskette. Try resizing the window slightly smaller in both vertical and horizontal dimensions. After doing that, hit the 'DiskChange' icon repetitively until a response is evoked. Strangely enough, this is only necessary if I use my internal drive for IBM diskette transfer. My external drive, a California Access 880, does not require this mucking about.

iv. Whilst I could successfully read any IBM diskettes formatted and written to by a Macintosh, the Macintoshes could not read anything written by an Amiga.

The last problem may be related to my disk drives. I was soon looking for another public domain IBM transfer program. 'Msh' on Fish Disk 327 was the next program I tried. Instead of being a separate utility, 'Msh' attempts to trick the system into thinking an Amiga, rather than an IBM diskette, is in the drive. Ideally, one floppy drive will be 'normal' whilst the other would have IBM read/write capability in addition to Amiga read/write capability. Macintoshes at University were able to read a text file written using 'Msh'. 'Msh' does not convert text files, so I have to convert them using 'PcPatch' first and then write them to disk using 'Msh'.

I suppose that some readers may be interested in any problems with 'Msh'. Since 'Msh' is a mountable device, its specifications must be added to the 'mountlist' in the 'devs' directory. The documentation coming with 'Msh' describes this process fully. However, try typing in 'MSH: FileSystem = L:MessyFileSystem' rather than 'MSH: FileSystem = MessyFileSystem' as 'mount' does not look automatically for file-systems in the 'L:' directory. You may also have to change 'Unit = 1' to 'Unit = 0' if you have only one disk drive. Once the mountlist is modified (e.g. from a word-processor, Notepad or MicroEMACS), the startup-sequence is modified by adding 'mount msh:' or alternatively 'mount msh:' can be typed directly from the shell whenever it is required. Whatever the name of an inserted IBM disk, it is always referred to as 'MSH:'. Strangely enough, all files are listed as 'Directory' but this does not prevent copying text files listed as directories or moving down 'real' directories.

University of Melbourne students will find 'AppleFileExchange' in the 'AppleFileExchange' folder of the 'Resource HD' (sometimes). Please note that only Macintoshes with 'FD HD' disk drives can read IBM diskettes. One nagging problem with the university system is the appalling slowness of the network. Transferring a file from IBM diskette to harddisk occurs at a rate of less than one kilobyte a minute. Despite having two disk drives, one disk drive is permanently 'locked up' with a Startup diskette. Copy the startup diskette onto your own disk, and remove the 'DiskLock' program from your own copy. Turn off the Macintosh and turn it on again, holding down the mousebutton. Replace the university startup disk with your own copy, and you will be able to eject the startup diskette, freeing up an additional drive, at the appropriate time. Please remember to re-insert the university startup diskette before leaving the computer.

Since I began this article, I have successfully installed Msh onto my second floppy disk drive. PostScript files work fine, just remember that PostScript files are text files and need to be translated as such.

Now that the main business of this article is over, here are a few ruminations. Would the Amiga User Group be able to organize a vote for the 'best' public domain and commercial programs such as word-processors , databases or utilities. Having done that, some people may be angry enough to dispute the popular opinion. On behalf of those who either do not turn up to meetings, or attend sporadically, I would like to suggest that the Special Interest Groups produce occasional minutes, perhaps noting what was discussed and any points of general interest. Also, how come my copy of ASDG VD0 always looks for a file-system when none has been provided? Finally, perhaps the Workbench could be printed on recycled paper. Then again, perhaps not...[Ed's note - I will look into it again to see if it is more feasible now.]

--ooOOoo--

Displaying Help in script files.
by Alan McLennan

It is sometimes necessary to display information (say a command summary) from within a script file. Here is an easy method which looks a lot neater than simply typing some lines of text into the CLI window.

When the controlling line is executed in your main script a new window opens and the text is displayed.

The window remains open until RETURN or ENTER is pressed.

Two files are needed in addition to your main script file. In this example I have called them HelpControl and HelpText and assumed they are in the S: directory.

In your main script file include a line similar to this:

newcli con:20/20/500/160/HELP from s:HelpControl

The size and position of the window will depend on the amount of text you want to display.

HelpControl would contain commands similar to this:

```
echo "*ec"
echo "COMMAND SUMMARY"
type s:HelpText
ask "Press RETURN or ENTER to exit:"
endcli
```

HelpText contains whatever message you wish to display. Format the text in this file so that it will fit neatly into its display window when typed.

Here is a slightly dressed up version of HelpControl. This one displays its text in a different colour and also handles multiple pages. Each page would be kept in a separate file.

```
echo "*ec" ;This line clears the screen.
echo "      *e[32;41m          Command Summary *e[0m"
echo "*e[33m" NOLINE
type s:HelpText1
echo "*e[0m"
ask "Press RETURN or ENTER for next page:"
echo "*ec"
type s:HelpText2
ask "Press RETURN or ENTER for next page:"
echo "*ec"
type s:HelpText3
ask "Press RETURN or ENTER to exit:"
endcli
```

--ooOOoo--

Getting input in script files.
by Alan McLennan

In last month's WORKBENCH newsletter there was a small discussion on getting input within AmigaDOS script files. One way of doing this is to use a line similar to the following:

copy "newcon:20/20/350/25/Enter File Name then press 'CTRL'" ram:input

This will open a small window into which you can type the information. The window title bar supplies the prompt. This gives a nice Amiga look to your program. Your script will pause until the data is entered and the window is closed. In this example the data typed in ends up in the file ram:input.

The only catch with this technique is that the window won't close until you press CTRL backslash. Multiple lines can be entered if necessary. The size and position of the window can be adjusted by altering the coordinates. By enclosing the entire window specification in quotes, spaces can be included in the window's title text. By using newcon: instead of con: you can use the arrow keys to perform editing within the input string.

--ooOOoo--

Workbench 2.0 now!
by Alan McLennan

One of the fancy features of Workbench 2.0 is the new STARTUP drawer. Simply open up this drawer and drop in any tool icon. Next time the Amiga is started the tool (program) corresponding to that icon will run. No editing of your startup-sequence is required.

Many Amiga users who think this is a neat feature and can't wait for Workbench 2.0 to arrive may not realise that Workbench 1.3 can also perform this little trick. The following steps will show you how to set it up in about 5 or 10 minutes.

1. Check you have these AmigaDOS 1.3 commands in your C: directory:

    List
    CD
    Execute
    Delete
    Edit (NOT Ed)

2.   Create a new drawer called STARTUP on your boot disk.

3.   Create a file called StripInfo in your S: directory containing this:

    0(F/.info/;D;M+)

4.   Add these lines to your startup-sequence before the endcli command:

```
list >ram:temp1 SYS:STARTUP quick nohead
edit from ram:temp1 to ram:temp2 with s:StripInfo
cd SYS:STARTUP
execute ram:temp2
delete ram:temp1
delete ram:temp2
```

5.   That's it. Now use the mouse to move one or more TOOL icons into the STARTUP drawer (a tool is a program such as Clock). Don't use other types of icons - this is not as smart as the Workbench 2.0 startup.

Reset the Amiga. If you got it all set up correctly the programs in the STARTUP drawer should execute in your startup-sequence.

HOW IT WORKS:

A list of all files in the STARTUP directory is created in the ram: disk. The EDIT editor searches for and deletes all lines containing icon names. The remaining command names in the file are Executed. Finally we clean up by deleting the temporary files in the ram: disk.

There are many possibilities for improvement. I have only shown a simple method here. Experiment.

NOTES:

1.   Hard drive users may wish to "run" the commands simultaneously (this also works on floppy drives but can cause much disk thrashing).

To do this replace the "list >ram:..." line with:

```
list >ram:temp1 SYS:STARTUP quick nohead lfor-
mat="run %s"
```

2.   Some Amiga programs detect whether they have been started from the Workbench or the CLI. If they think they have been started from the CLI they direct their output to the CLI they were started from. If they think they were started from the Workbench they open their own window and present their output there.

By using the public domain program WBRUN or equivalent (in the LFORMAT statement) to execute programs they should behave as if their icons were clicked on in the Workbench screen.

Some programs such as ClockPtr require that the Workbench is loaded before they will run at all.

--ooOOoo--

File Surgery

You may have seen programs that open a window RIGHT THERE where you don't want it. Ever wanted to do something about that? Well, in some cases, you don't need the source code and a compiler to change that - if you're careful.

First, you'll need a Binary File Editor, like NewZap or File-Master. In a pinch, you can even type in Mark Kelly's Binary File Editor program (See November 1989 Workbench - and, it's in Basic!). You can't really do this sort of surgery with Ed, UEdit or DME, because those programs are generally concerned with the ASCII characters between 27 and 127, and when you're Binary File Editing, you'll be dealing with all of 'em.

Next, you'll need a file to dissect - i got involved with this sort of thing while preparing a nice display hack called 'Friends' for the next AUGDisk. It makes copies of your mouse pointer, and has them follow it around (if you don't have a copy of it, don't worry about trying to find it - just get AUGDisk 2). In fact, any program that opens up a window on the Workbench screen will do, particularly any of those American programs that think the screen stops at scan line 200.

Other things that i found handy to have in this situation are: a CLI program called 'Winsize'... this program can alter the position and size of a Window opened on the Workbench screen - and when invoked 'Winsize s', will show the size of the CURRENTLY ACTIVE WINDOW (i emphasize that because it's possible to find out the size of another window using this feature) and 'Hexalator', a Workbench-based Binary-Decimal-Hexadecimal calculator, useful for converting decimal numbers into the hexadecimal favored by most binary file editors (and, having seen more explanations of how to convert decimal to hex that i care to think about, i'll leave that bit out. If you don't know yet, there is usually an explanation in every 'Beginner's Guide to...').

So, here is how i went about altering the starting position of the window opened by 'Playsound', the audio player distributed with 'Audio Engineer':

First, i ran the program. It opened a window around the top third of the screen. While it was still running, i opened up a Shell, and typed 'Winsize s'... then i pressed return, and quickly clicked on the 'Playsound' window. The 'Winsize' command reported that the 'Playsound' window was opened at X=45, Y=37, with a width of 554 and a height of 10. According to the 'Hexalator' hex calculator, this translated to '002D', '0025', '022A' and '000A' (in 32-bit numbers).

i then ran 'Newzap', told it to load 'Playsound' and look for occurrences of the hexadecimal string '022A'. It found the number i was looking for in sector 36 of the 38-sector file, looking a bit like this:

```
000002E6  0000030F  00000338  002D0025
022A000A  00010000  06000000  100E0000
```

Just before it found '022A', you will notice the other numbers

we were looking for. Well, if the '002D' and '0025' are the X- and Y-coordinates of the window's opening position, what if we alter them? Leaving the X-coordinate alone for the moment, i changed the '0025' to '0000', and told Newzap to write this altered sector back to the file. Please note: whenever you hack around the insides of a file, PARTICULARLY if you're not exactly sure of what you're doing (and who is, apart from Leo Schwab?), then NEVER EDIT THE ORIGINAL. Use a copy, or even a copy of a copy if it makes you feel more secure.

Well, when i ran the altered copy of 'Playsound', the window opened at the same X-Coordinate, nicely centered in the middle of the screen, but this time, it was right up the top, over the Workbench menu bar. Success!

A further word of caution: just because i found '022A' at that spot, did not necessarily mean that that was the number relating to the width of the window. Most binary editors provide an ASCII display, showing any text that is in the file, so if you are looking for something like the starting points of a window, and it appears right in the middle of the programmer's credits, keep looking.

So, there you have it. For my next trick, i will use the same techniques to remove all the bugs in Workbench 2.0. (and if you believe that, there is a time-share resort in the middle of the Kalahari that i'd like to show you.)

cleanse, fold & manipulate, - nikolai

p.s.   Unrelated footnote 1: there must be someone out there who uses both the public domain 'dir' replacement called 'LS' as well as 'XICON'... has anybody seen XICON create a file in the root directory called '*'? And why does this interfere with the directory listing provided by 'LS'?

Unrelated footnote 2: Anybody stay up past midnight on a Sunday night to watch the television series of 'Max Headroom'? And of those who did, who spotted, in the end credits, 'Production Computers supplied by Commodore, Amiga Division'?

--ooOOoo--

--Programming--

poINDEXter
by Mark Kelly, Swan Hill

Yeah, I know just about every word processor (since Textcraft, God rest its primitive soul) has indexing abilities. But what if you don't have such a miracle of modern word crunching (or don't want to go to all that bother?) poINDEXter! It creates an index for any text file. It started because I was rather annoyed with WordPerfect's rather convoluted method of creating indices. The only things you have to give poINDEXter are:
- the length (in lines) of the output when it's printed
- the file to read
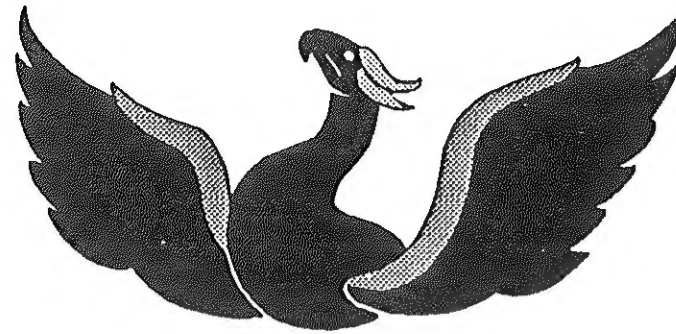- the words or phrases to find.

Pretty simple? So am I. I'll dump this onto the AmigaLink bulletin boards for those who dislike typing. Happy hacking!

```
' poINDEXter - creates an index for any text document.
CLEAR ,200000&  'adjust to suit source file length & RAM
DEFINT a-y: DEFSTR z: WIDTH 200,10: ON ERROR GOTO oops
CLS: PRINT, "po";: COLOR 3: PRINT "INDEX";
COLOR 1: PRINT "ter ": PRINT,"by Mark Kelly": PRINT
INPUT"Number of lines per page";lpp
MaxPage=100  'max. # pages
MaxIndex=100  'max. # index entries
nIndex=0  'index entry counter
alphabet$="ABCDEFGHIJKLMNOPQRSTUVWXYZ"
FF$=CHR$(12)  'form feed (page break)
DIM z(MaxPage),index$(MaxIndex)  'pages:index entries
FALSE=0: TRUE=NOT FALSE
cmds$="APRLQ"
GOSUB GetFile

WHILE 1
        COLOR 1,2
        PRINT nIndex"index entries "nPage"pages  File: "file$
        PRINT " <A>dd <P>rint <R>ead <L>ist <Q>uit/save";
        COLOR 1,0:PRINT
        ASK "Command: ",cmds$
        ON INSTR(cmds$,reply$) GOSUB add,prnt,view,lst,quit
WEND

testnest:
        before=0 : after=0
        IF            f>1            THEN            be-
fore=INSTR(alphabet$,UCASE$(MID$(z(i),f-1,1)))
        after=INSTR(alphabet$,UCASE$(MID$(z(i),f+lent,1)))
        nested=(before<>0 OR after<>0):IF nested THEN
nNest=nNest+1
RETURN

add:
        INPUT "Text to index: ",text$: IF text$="" THEN RETURN
        IF INSTR(text$," ") THEN
           PRINT "NOTE: This won't be found";
           PRINT " if it spans a page break!"
        END IF
        ASK "Allow Nesting (?=help)","YN?"
        IF reply$="?" THEN
           GOSUB nesthelp
           ASK "Allow nesting","YN"
        END IF
        AllowNest=reply$="Y"
        PRINT "Enter <Y>es <N>o <A>ll or <Q>uit"
        text$=UCASE$(text$): lent=LEN(text$)
        index$="": veto=TRUE: nFind=0
        series=FALSE : nNest=0 :last=-1
        FOR i=1 TO nPage
           COLOR 3:LOCATE CSRLIN,1:PRINT "PAGE"i;
           f=0
ag: f=INSTR(f+1,UCASE$(z(i)),text$)
        IF f THEN
           IF NOT AllowNest THEN
              GOSUB testnest
```

```
        IF nested THEN ag 'ignore, relook same pg
          END IF
        PRINT "COLUMN"f
        GOSUB showfind
        IF veto THEN
        ASK "Index this","YNAQ"
        IF reply$="N" THEN        'no
          GOTO ag        'relook, same pg
        ELSEIF reply$="A" THEN   'do all the rest
          veto=FALSE
        ELSEIF reply$="Q" THEN   'escape!
          i=nPage+1: nFind=0   'force loop end (naughty)
        END IF
        END IF
        IF veto=0 OR reply$="Y" THEN
          nFind=nFind+1: i$=MID$(STR$(i),2)
'If consecutive series of pages is found, just store the
'start and end pages of the series (e.g. 16-19).
'If a non-consecutive page is indexed:
' - if series underway, add "-" & LAST as end pg of series
' - add new num as next page
          IF i=last+1 THEN    .'was previous page indexed?
            series=TRUE      'yep: we're in a series
          ELSE            'nope
            IF series THEN   'series had been underway!
              index$=index$+"-"+MID$(STR$(last),2) 'end it
            END IF
            series=FALSE    'turn series flag off
            index$=index$+" "+i$ 'add new pg num
          END IF
          last=i
        END IF   'changed?
        END IF  'found?
      NEXT

COLOR 3: PRINT
IF nFind THEN
  nIndex=nIndex+1
  IF series THEN     'last page ends a series!
    index$=index$+" "+i$ 'end it!
  END IF
  index$(nIndex)=text$+" ...."+index$  'make entry
  PRINT "Entry"nIndex" = "index$(nIndex) 'show it off
  PRINT nFind"finds indexed";
  GOSUB sort
ELSE
  PRINT text$" not found";
END IF
IF NOT AllowNest THEN
  PRINT,nNest"nested finds ignored.";
END IF
PRINT :COLOR 1
RETURN


showfind:  'show text$ in context
  s=f-20 : IF s<=0 THEN s=1
  WHILE s>0 AND MID$(z(i),s,1)<>" ":s=s-1: WEND
  IF s<=0 THEN s=1
  COLOR 1: PRINT "..."MID$(z(i),s,f-s); 'before text
  COLOR 3: PRINT text$;: COLOR 1     'text
  e=INSTR(f+lent+20,z(i)," ") :IF e=0 THEN e=LEN(z(i))
  PRINT MID$(z(i),f+lent,e-f-lent)"..."  'after text
RETURN


GetFile:
' Lines are built into whole pages so we don't have
' hassles trying to find text across line breaks.
' (Still can't find text across page breaks - sorry!)
  INPUT"File to read";file$
```

```
  OPEN file$ FOR INPUT AS 1: nPage=1: nLine=0: nFF=0
  PRINT "Reading page 1";
  WHILE NOT EOF(1)
    LINE INPUT#1,a$: nLine=nLine+1
    FF=INSTR(a$,FF$)      'form feed?
    IF FF THEN    'page break!
      z(nPage)=z(nPage)+" "+LEFT$(a$,FF-1) 'before FF
      a$=MID$(a$,FF+1)            'after FF
      nLine=lpp+1: nFF=nFF+1      'force new page
    END IF
    IF nLine>lpp THEN       'new page
      nPage=nPage+1: nLine=1
      LOCATE CSRLIN,13: PRINT nPage;
    END IF
    z(nPage)=z(nPage)+" "+a$  'add line to pg
  WEND
  PRINT
  IF nFF THEN PRINT nFF"Form Feeds (pg breaks) detect-
ed"
RETURN

quit:
  IF nIndex>0 THEN
    ASK "Save index","YN"
    IF reply$="Y" THEN
      INPUT"Filename";file$: OPEN "O",file$,2
      PRINT "Saving...";
      FOR  i=1  TO nIndex:  PRINT #2,index$(i):  NEXT:
CLOSE 2
    END IF
  END IF
  ASK "Quit poINDEXter","YN"
  IF reply$="Y" THEN CLS:END
RETURN

view:
INPUT"Start at page ",p: CLS
WHILE p<=nPage
    COLOR 3:PRINT "Page"p: COLOR 1
    ptr=1: L=LEN(z(p)): EndOfPage=0
    WHILE NOT EndOfPage
      PRINT MID$(z(p),ptr,60);: ptr=ptr+60   'most of line
      EndOfPage=ptr>L: IF EndOfPage THEN ptr=L
      s=INSTR(ptr+1,z(p)," "): IF s=0 THEN s=L 'next space
      PRINT MID$(z(p),ptr,s-ptr): ptr=s+1  'line end bit
      IF CSRLIN>21 THEN          'screenful
        ASK  "More","YN": IF  reply$="N"  THEN  RETURN
ELSE CLS
      END IF
    WEND
    p=p+1   'next page
WEND
PRINT
RETURN

prnt:
    ASK "Printer ready","Y"
    FOR i=1 TO nIndex: LPRINT index$(i): NEXT
RETURN

lst:
    PRINT: FOR i=1 TO nIndex: PRINT i,index$(i): NEXT
RETURN

oops:
IF ERR=53 THEN
    PRINT "Can't open "file$: RESUME GetFile
ELSE
```

```
      ON ERROR GOTO 0  'other error
END IF

sort: '(shell sort by The Unknown Programmer)
      d=4: WHILE d<nIndex :d=d+d: WEND: d=d-1
e: d=INT(d/2)
      IF d<1 THEN RETURN
      FOR j=1 TO nIndex-d
        FOR i=j TO 1 STEP -d
          IF index$(i+d)>index$(i) THEN w
          SWAP index$(i),index$(i+d)
        NEXT i
w: NEXT j
      GOTO e

SUB ASK(query$,ans$) STATIC
    SHARED reply$: r=0
    'query$= question text. Ans$=OK answers (1st=default)
    COLOR 1,3:PRINT query$" <"ans$"> ?";
    COLOR 1,0:PRINT " "LEFT$(ans$,1);
    WHILE r=0
      reply$=UCASE$(INPUT$(1))  '<CR> selects default
      IF reply$=CHR$(13) THEN reply$=LEFT$(ans$,1)
      r=INSTR(UCASE$(ans$),reply$): IF r=0 THEN BEEP
    WEND
    PRINT CHR$(8);reply$
END SUB

nesthelp:
    PRINT "Allowing nesting finds "text$
    PRINT "even if it's contained within a word."
    PRINT "Forbidding nesting ignores "text$" if it has"
    PRINT "ANY letter(s) immediately BEFORE OR AFTER
it."
    PRINT "e.g. If indexing 'ANT', nesting finds:"
    PRINT "'significANT' 'plANTation' & 'ANTelope'"
    PRINT "With no nesting, only ' ANT ' would be found:"
    PRINT "not even 'ANTS' would be found!"
RETURN
```

--ooOOoo--

--Letters--

CONTRIBUTING TO A MAJOR AMIGA MAGAZINE (What's going on Mr Farrell?)
By Warren Wilson

The letters below are an indication of the difficulty of getting a response after contributing to a magazine. The letters were addressed to Mr Andrew Farrell the editor of Australian Commodore and Amiga Review.

To summarise what has happened over several months I have been ignored by Mr Farrell in regards to a contribution of some pictures for use on the cover of the magazine Australian Commodore and Amiga Review. During these several months I have received no indication what has happened to my disk with the contribution (Whether it was received it or not) and no in-

dication if the contribution will ever be used.

I have no gripes whatsoever with the quality of the magazine and its contributors (There maybe some contributors which are members of AUG. I wonder if they have been treated the way I have been?) who have provided hours of interesting and informative reading about the Amiga. My gripe is with Mr Farrell who in my opinion has not done the right thing by me with not acknowledging the receipt of my contribution after sending him letters asking what has happened. I honestly hope Mr Farrell gets to read this.

So if you're thinking of sending an Amiga article, review or artwork to Australian Commodore and Amiga Review send it to Con Kolivas the editor of AUG Workbench. He will certainly appreciate your contribution more than Mr Farrell ever will!

(I made a comment in the last letter to Mr Farrell about writing this article for Workbench. I was going to discourage you buying or subscribing to Australian Commodore and Amiga Review. While writing this article I thought, no I won't do that. I will leave it up to you after reading this article if you don't wish to purchase or subscribe to Australian Commodore and Amiga Review ever again.)

22nd December, 1989.

Dear Sir,
There have been many impressive pictures on the cover of Australian Commodore and Amiga Review but there have been many unimpressive covers as well.
So over the past few months I have created a few pictures on the enclosed disk. They were created with Deluxe Paint II in lo-res mode.
I hope these pictures will be used on the cover of future issues of ACAR.

23th January, 1990.

Dear Mr. Farrell,
I am writing this letter to you to find out if you have received the disk of pictures I sent on the 22nd of December.
I realise you are busy person but it would of been nice if some form of response was sent indicating if the disk was received.

26th June, 1990.
Dear Mr. Farrell,

After the brief telephone conversation on the 13th June in regards to a disk of pictures I sent about six months ago for use on the cover of Australian Commodore and Amiga Review I feel I have been ignored and offended. There has been no response to my first letter enclosed with the disk and no response to the second letter (I have attached both previous letters). I wonder if the letters and the disk did ever reach your desk.

I sent the pictures so that some could be hopefully placed on

the cover of the magazine instead of a screen of a game. If the pictures were not up to the standards of the magazine or if the disk was not received (My second letter queried this), I would of hoped for a reply stating the situation of my contribution.

If the disk did arrive, I certainly hope the disk was not copied for personal advantage or any of the pictures were not placed on a bulletin board or distributed outside of your office.

There were many hours of thought put into the design and creation of the pictures. Although I'm no great artist or composer/musician, the material I produce with my Amiga 1000 (Mostly pictures and music) I take great pride in.

I would of appreciated of the acknowledgment (Written or by telephone) of receipt of my contribution. This would of at least been a courteous gesture to show the disk was received and was being given due attention. I have been pondering for months what has happened to my contribution. I wonder if the regular contributors to your magazine were first treated the way I have been with their first contribution.

I have offered my talent as an Australian contributor to your magazine through my pictures and this is the thanks I get. I would like to submit further contributions of pictures if this matter could be settled. If you are not at all interested in using my pictures I would like to have the disk and its contents returned.

I hope to hear from you soon.

24th August, 1990.
Dear Mr. Farrell,

I really wonder if you ever read your mail or does it ever reach your desk. I am not satisfied in the manner I have been treated as a potential contributor for the Australian Commodore and Amiga Review. I feel personally I have been totally ignored and forgotten by you and your staff.

Just to remind you of the situation I have been through with my contribution to your magazine I have enclosed the letters which I have previously written to you.

I don't know if you have been in the situation I have been with contributing to a magazine. I had a hard enough time about four years ago getting a payment for a program which was published in another magazine.

I am almost tempted now to write an article about my plight with your magazine for Amiga Workbench. This is the newsletter of the Amiga User Group of Melbourne which I am proudly a member. This article will encouraging members to think before they purchase/subscribe or contribute to the Australian Commodore and Amiga Review.

Much time and effort was taken to prepare a contribution for your magazine over half a year ago. Overall after all of this time I basically cannot see why a response to my contribution in written form or by telephone.

--AUGADS--

For Sale

For Sale

For Sale

For Sale

--ooOOoo--

--Club News--

NWAUG NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG) of AUG.

Meetings Held every 2nd Wednesday at 7:30 pm in Rooms 19 & 20, 1st Floor Essendon Community Centre Cnr Mt Alexander & Pascoe Vale Rds Moonee Ponds 3039.

For upcoming meeting dates call NWAUG

NWAUG members to be members of AUG NWAUG annual fee of $7 helps cover PD, Library and Equipment costs. Meeting entrance fee of $1 ($2 visitors) covers room hire/ coffee/ biscuits.

NWAUG - A multitasking SIG of AUG See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG NWAUG

SCRAMBLES

(aSsortments of Con's RAMBLES)
your Editor's Column.

Well I'm sure you all have realised by now that once again the newsletter has changed it's look slightly. This is part of a constant upgrade I am trying to phase into the newsletter, in an attempt to make it more appealing to existing and potential AUG members. Some of the obvious changes include the separation of articles into rather loose categories from CLI to NEWS. Also I have tried to make the articles seem more like discrete units, bouynd together only where they should be. More to the point, I am trying to make it easier to read the newsletter, and trying to give it a more structured appearance so you could open up your newsletter, and by flicking quickly through the pages you could get an idea of what to find in this month's newsletter.

What happened to the separate scrambles and editor's columns? Well I felt that the distinction between the two columns was not significant enough for them to be two separate columns.

So apart from this rambling, what have I to tell you. Well...

AMIGA HELP-NETWORK

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	- AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	- AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	- AmigaBasic (advanced)	- 375 4142
Alan Garner	- AmigaBasic, A/C Basic	- 879 2683
Mal Woods	- C(Introductory), Professional Page	- 888 8129
Andrew Gelme	- C (advanced) - AZTEC	- 645 1744
Eric Salter	- C (advanced) - LATTICE, TeX	- 853 9117
Norm Christian	- Amiga Art, Music	- 798 6552
Neil Rutledge	- Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	- Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	- Amiga Viruses, Modems/communications	- 546 5040
George Wahr	- Superbase, Bridgeboard	- 376 6180
James Gardiner	- AmigaDOS, Auto-boot hard drives	- 532 8030
Lester McClure	- Lucas/Frances - A1000 32 bit processor system.	- 233 5664
Joe Santamaria	- Graphic arts - DPaint, Sculpt etc.	- 836 9129

Excellence! 2.0, what has it to offer? Well, it certainly is faster than the original, but far from being so fast that you can't type away from it. It still looks slow, but once you start typing on it, you realise just how much faster it really is as it is very hard to outpace it at my speed (60 WPM) - but then people can type up to 215 WPM (well that is the record anyway...)

Printing is more carefully attended to in v2.0. It now can print Near Letter quality of your printer along with graphics - very well I might add. It can print out in up to the ten different fonts your printer has to offer, as well as catering for proportional spaced printing. However, it still fails to have fonts that are accurate representations of the printer's fonts and so this feature is virtually useless except on a LaserJet without PostScript which has the commonly used fonts in it (Times, Courier, etc.) It caters for all density printouts of your printer, but can make no more use of detail than is already on the screen - ie. there are no outline fonts (a real shame.) Included is a utility which will convert Professional Page postscript files into Excellence useable ones and this utility just does it wrong! Another pity. So there are really no new fonts and font sizes available. It will however, let you use all the character set with the addition of a new feature - insert literal allowing '®' and the like.

The whole program now is four disks long with the extended dictionary and thesaurus (each on a separate disk). The dictionary and thesaurus are just awesome to use. The dictionary is good in that you can now find words like nucleotide and mRNA in it (and it is case sensitive.) The thesaurus is really a full dictionary - If you click on synonyms for a word, it will come up with all the different definitions of the same word, and synonyms relevant for that definition! But you have to run these from RAM or a hard-drive or else you will be waiting a long time (and will be listening to a big disk grind). Scripts for installing these on hard drives or even RAM are included!

It is only after playing with version 2 was it that I remembered just how good it was to use. I still love using Excellence, preferring it over any other word processor despite that it doesn't have some things still. The major things lacking are the features to draw simple lines, boxes and circles, and more font flexibility (I still don't have a Times 10 point on it so that I can use it for this newsletter - I would if I did!)

Oh yes, about the front cover. Last month, I put in my favourite digitised picture of Escher's beautiful drawings, 'Reptiles'. This month is a drawing of 'Pinhead' by a Kelanie Camden, a close friend of nikolai kingsley (Our patron saint - he of the lower case), placed there as a favour to him.

Now I have a favour to ask - has anyone completed Drakkhen? When I bought it, I was in love with the game for a week, in which I virtually completed *everything* but the final scene. What I want to know is - what do I do to complete it? If you know, *please* give me a call!

I do hope you like the new format of the newsletter. Once again, I would like some feedback on it if you have any strong opinions, but if the same number of people call me as last month, I will have to consult them (myself) as to what to do!

Anyway, thanks like always to those contributing articles, and please, keep them coming in. Hopefully the more Professional Look of the newsletter is more of an incentive to write articles for it.
See YOU at the next main meeting.

PUBLIC DOMAIN SOFTWARE ORDER FORM

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Disk Numbers:

Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.

Disks supplied by Amiga Users Group @ $6 each	$
Disks supplied by member @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

NEWSLETTER BACK ISSUE ORDER FORM

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Issue Numbers:

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership is $25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 48, Boronia, 3155

Surname: _____

First Name: _____

Address: _____

_____ Postcode: _____

Phone Number: _____ STD Code: _____

Where did you here about AUG: _____

_____

_____

Signed: _____ Date: _____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

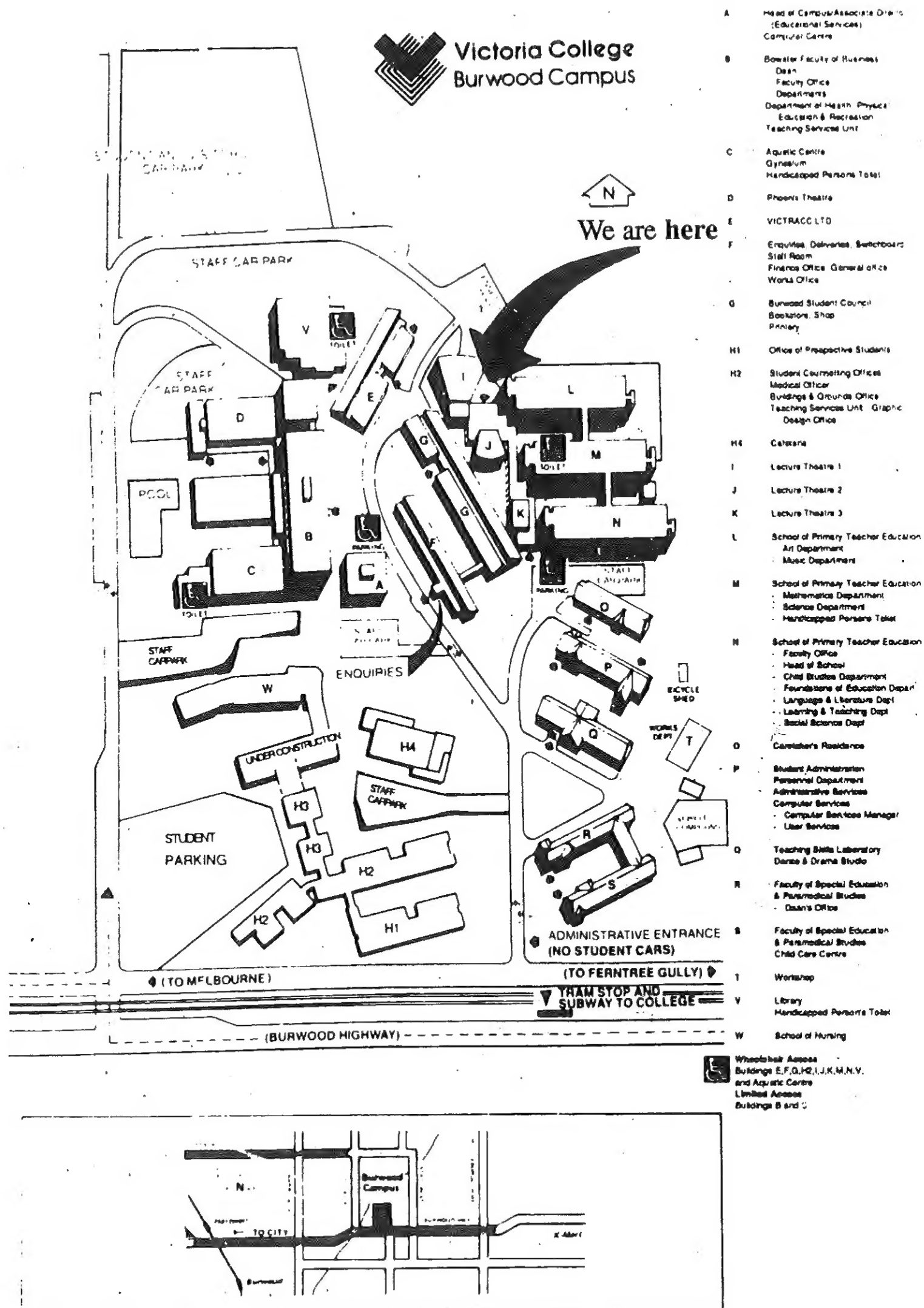Interests: _____

Dealer's Name: _____

Dealer's Address: _____

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

Victoria College
Burwood Campus

N

We are here

A — Head of Campus/Associate Deans
       (Educational Services)
       Computer Centre

B — Bowater Faculty of Business
       Dean
       Faculty Office
       Departments
     Department of Health, Physical
       Education & Recreation
     Teaching Services Unit

C — Aquatic Centre
     Gymnasium
     Handicapped Persons Toilet

D — Phoenix Theatre

E — VICTRACC LTD

F — Enquiries, Deliveries, Switchboard
     Staff Room
     Finance Office, General Office
     Works Office

G — Burwood Student Council
     Bookstore, Shop
     Printery

H1 — Office of Prospective Students

H2 — Student Counselling Offices
     Medical Officer
     Buildings & Grounds Office
     Teaching Services Unit, Graphic
       Design Office

H4 — Cafeteria

I — Lecture Theatre 1

J — Lecture Theatre 2

K — Lecture Theatre 3

L — School of Primary Teacher Education
     Art Department
     Music Department

M — School of Primary Teacher Education
     Mathematics Department
     Science Department
     Handicapped Persons Toilet

N — School of Primary Teacher Education
     Faculty Office
     Head of School
     Child Studies Department
     Foundations of Education Depar'
     Language & Literature Dept
     Learning & Teaching Dept
     Social Science Dept

O — Caretaker's Residence

P — Student Administration
     Personnel Department
     Administrative Services
     Computer Services
       Computer Services Manager
       User Services

Q — Teaching Skills Laboratory
     Dance & Drama Studio

R — Faculty of Special Education
       & Paramedical Studies
       Dean's Office

S — Faculty of Special Education
       & Paramedical Studies
     Child Care Centre

T — Workshop

V — Library
     Handicapped Persons Toilet

W — School of Nursing

Wheelchair Access
Buildings E,F,G,H2,I,J,K,M,N,V.
and Aquatic Centre
Limited Access
Buildings B and C

ADMINISTRATIVE ENTRANCE
(NO STUDENT CARS)

(TO MELBOURNE)   (TO FERNTREE GULLY)

TRAM STOP AND
SUBWAY TO COLLEGE

(BURWOOD HIGHWAY)

Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficult locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.